

Block 4033



Account Number	Due Date
[REDACTED]	08/01/14

Account Summary

Please Login to your account at
www.troycable.net to pay your bill using
Mastercard, Visa, or Discover and sign up for
email billing.

For Billing questions: support@troycable.net

For Technical support:

147 COUNTY ROAD 4435
BRUNDIDGE AL 36010-5805

Payments through: 07/21/14
Billing Date 7/21/2014 8:46 PM

Current Month Activity

Date	Description of Service	Amount
BAL Post-paid balance		
	Beginning Balance	[REDACTED]
8/1/2014	VOICE - RES UNLIMITED	08/01..08/31
	[REDACTED]	[REDACTED]
8/1/2014	VOICE TAXES AND FEES (RES)	08/01..08/31
	[REDACTED]	[REDACTED]
	Ending Balance	[REDACTED]

Troy Cablevision, Inc. appreciates your
business and thanks you for choosing Your
Hometown Communications Company.

Billing Questions Please Call

334-566-3310

\$6.00 Late Fee After the 10th, \$10.00 Non-Pay Fee on the 20th, Subject to Disconnect for Non Payment-30 Day Notice
REQUIRED on Disconnecting of Services.

Your Franchise Authority is: County of Pike, Pike County Commission, 120 W Church St, Troy, AL 36081 Your FCC Community ID
is : AL0833

Due Date 08/01/14

Account No. [REDACTED]

Please detach at the perforation, and enclose this portion with your Payment. Thank you!

Bucket	Previous Bal.	Payments	After Pay.	Current Chrg.	Current Bal.	Amt Enclosed
[REDACTED]						

Service Address:

147 COUNTY ROAD 4435
BRUNDIDGE AL 36010-5805

PO Box 1228
Troy, AL 36081-1228
800-735-9546

147 COUNTY ROAD 4435
BRUNDIDGE, AL 36010-5805

Please indicate the amount enclosed, do not send cash!
Please make check or money order payable to:

Troy Cablevision, Inc.
PO Box 1228
Troy, AL 36081-1228



Homes Passed

222 COUNTY ROAD 4435		Status		WAI	
BRUNDIDGE AL 36010-5808		Perm Date			
		Survey Date			
Parent		Tech		SYS	
Franchise	140	Outlets	Tech Region	BRU	
Head End	HE1	Signal	Mgt Area		
Hub Number	TRY	Tap	Sales Area	SA1	
Property Type	RES	Node	VolP Rate Ctr	BRU	
House Type	SDU	Building	<input type="checkbox"/> Aerial <input type="checkbox"/> Wired		

Done

Search

Save

Undo

Edit

Add

Refresh